# **Vocabulary Tester**



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## **Personal Note**

Vocabulary Tester is a program to test someone's vocabulary. I came up with this program when my son went to school and he had to learn his languages (English, French and German)

Back in the 80's I had used my Electron to test my vocabulary with a program from the Beebug. So I found this program and wondered if my son could use this program too. But when I found it I noticed that you needed a lot of knowledge of the 8 bit Acorn machines and that you have to know a lot of commands to get the job done before you could start testing. And I was wondering if my son would be interested to learn that, because he grew up with mouse and window based operating system with an Apple logo on it.

So that made me decide to create a program like the Beebug one, but more friendlier.

I firstly started to convert the Beebug program, but after some work I started all over and created my own version. There is a little bit left of the Beebug software in it. That is the part when you test yourself and that the computer checks how correct your translation is and if you get a second chance to correct yourself or not.

I can say that it helps my son a lot, and hope it helps other people too.

To my son Rens from Koen

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# 1. Basic principles

When learning a new language there are always, next to the grammar rules, loads of words you have to learn. Vocabulary Tester is a program that helps you learn these words.

The most important thing is when learning languages is that you have to repeat. But when you are testing you not only repeat the words you don't know, but also the words you already know. And when you have a list of 50 words this can be very annoying.

Vocabulary Tester helps you with this. When testing yourself, Vocabulary keeps track of the words you already know. And when you have answered the correct translation of a word a few times it removes it from the list leaving you a shorter list to test.

But to keep the repeating element Vocabulary Tester only takes out the correct word when you have translated it correctly 5 times.

When learning a language you have to learn your vocabulary in both directions. So you let's say you are learning a Dutch language (using English as you own language) then you have to test yourself from English to Dutch, but also from Dutch to English. For Vocabulary Tester it doesn't matter in which direction you test yourself. And it keeps track of the correct translation in both ways.

Different languages use different kind of letters. Vocabulary tester comes a keystrip with 17 extra letters that are commonly used in the languages German, French, Dutch and English.

Originally Vocabulary Tester is created on a BBC Master using a shadow RAM, but it will run on most 8 bit Acorn machines as long as it has a Shadow RAM or a Tube.

Although Vocabulary Tester is a quite straightforeward in understanding and using, this little manual will explain it in more detail.

Vocabulary Tester is split up in two programs. The Word Editor and the Vocabulary Tester it self. The Word List Editor is used to enter all the words you want to test with the second program, the Vocabulary Tester.

## 2. The Word List Editor

The Word List Editor is the program where all the words (that you want to test) can be entered, edited, loaded and saved to disc. The word list that has been created can later be loaded in the Vocabulary Tester program.

Although most of the options and functions in this program will speak for them selves, all the functions of the The Word List Editor will be explained in this chapter in more detail.

When the Word List Editor is started you are presented with a menu with 7 options as seen in figure 1.



Fig. 1 - Word List Editor Main Menu

## 2.1 Creating a new word list

When you start the Word List Editor there will be no word list in the memory. So you have to create a new list.

By selecting 1, the program erases the memory and prepares it for a new list. If there is an old list in the memory, this will be gone.

After the memory is erased, you will be asked to enter the two languages titles. So if you would like to create a word list for the languages English and Dutch, you can enter English in the first entry and Dutch in the second entry or Dutch in the first and English in the second entry. It doesn't matter what order you give these names.

After entering the languages and confirmed with Y you automatically will go to the second option of the main menu, the word editor itself.

## 2.2 Edit the word list

When 'Edit word list' is selected, or when you get to this screen when starting a new word list, you will see a screen as in figure 2. (only with no entries, but only with dots)

Nederlands	Engels
1. prestatie	accomplishment
11. referee	scheidsrechter
† + select word	RETURN edit word (M)enu counters DELETE delete word

Fig. 2 - Editing word list

On the top of the screen you see the two language titles you have entered, when you entered a word list for the first time. (option 1 from the main menu). Below these titles you can enter the words you want to learn. And on the bottom of the screen you have a little menu that gives you the following options:

Arrow keys: moving the cursor around <RETURN>: enter/change the selected line

<a>> : change counters globally (described below)</a>

<CTRL> + <RETURN> : change selected counter (described below)

<DELETE> : delete word
<M> : back to the menu

The cursor is the big inverted line. This can be moved up and down with the arrow keys. When you press the left and right arrow key you turn pages. One page can show 20 words. The program itself can store 100 words.

To start entering, move the cursor to the first empty line in the table and press **<RETURN>** 

The long cursor gets smaller en moves to the left column where you can enter the word in the language that is mentioned on the top. When ready press **<RETURN>** again and then the cursor jumps to the other column for the translation.

Each word can contain a maximum of 31 characters. (The amount of dots will tell you how much characters can be used).

When you start entering the words, make sure you don't leave any empty lines in between the words. During editing and entering of the words it is not a problem, but when saving, the empty line will be seen as the end of the list and all the words after that empty line will be ignored and not saved.

## 2.2.1 The word counter

When entering the new words, you see that a 0 is placed after the word you've just entered. This number is the word counter. This number tells you how often the word is entered correctly when testing yourself with the Vocabulary Tester program.

This word counter can be changed in the editor by pressing **<CTRL> + <RETURN>**.

The cursor jumps to the number of the left column so you can change it. The value of this number can be from 0 to 5. When done, press **<RETURN>** and the cursor jumps to the number of the right column to change. To finish press **<RETURN>** again.

There are two different counters used for the two different languages. This gives you the possibility to test yourself in both languages without mixing up the progress you make during the testing.

It is also possible to change all counters in on time. By doing this you press the <A> key. (which is also mentioned in the menu at the bottom) When pressed you will be asked in what number you want to change the word counter globally. After you have made the selection all word counters for all the words will be changed to that number you just entered.

This can be handy when you want to start all over again when testing, or that you want to start counting half way.

# 2.3 Loading and Saving

All the word lists should be saved to use them in the Vocabulary Tester program.

When selecting 'Load' or 'Save' in the main menu, you will be presented with the catalogue of your disc.

By entering the filename (and the file exists) the words will be loaded or saved. A loaded word lists can then be edited or reviewed with the 2nd option from the main menu.

It is also possible to enter some disc commands.

These commands are:

### \*DIR <name>

moves to the directory <name>. it is also possible to browse directly to a directory within a directory.

## \*RENAME <old name> <new name>

renames a file from the old name to a new name

### \*CDIR <name>

creates a new directory with the name < name >

## \*DELETE <name>

deletes the file <name>

### \*ACCESS <name>

this allows you to lock or unlock a file.

### \*DIR^

moves one directory upward

Because Vocabulary Tester is originally created on an ADFS system, some commands will not work on DFS/RFS systems and will give an error.

You also can type 'HELP' and the program shows the list of commands as described above.

Leaving the entry blank by hitting the **<RETURN>** key brings you back to the main menu.

**Note**: Vocabulary Tester and The List Editor sets the directory where the program itself is placed as root directory. From that point you can create directories and navigate through different directories. But it is not possible to go to a directory prior to the program directory.

# 3. The Vocabulary Tester

Before you can run the Vocabulary tester you must have a saved word list on your disc. If this is not the case you must select **<W>** from the main menu to run the Word List Editor and create one.

When the Vocabulary Tester has started you will be presented with the main menu where you can load a word list, or go to the World List Editor or Quit.

## 3.1 Loading a word list

When 1 is selected from the main menu, computer shows you the catalogue of the disc with the question to enter the filename of the word list you would like to load.

The extra commands, which are described in the previous chapter, also work here.

# 3.2 Testing your Vocabulary

When your word list is loaded you go to the language menu.

Here you can choose in which form you would like to test your vocabulary. If you have created a word list for the languages English and Dutch, you have the option that the computer asks you to translate the english word into dutch or that the computer asks you to translate the dutch word into english. (The menu options 1 and 2)

When you made a selection, the computer starts testing your vocabulary from the loaded word list in totally random order. When you have given a translation of a word the computer checks if your answer is correct. If the spelling is not totally correct the computer gives you a 2nd chance to write it correctly. Otherwise it will marks it as a wrong answer.

When all the words have been tested you get a summary how well you did.

In this summary you can also see if there are any words taken out of the

list for the next time you test again.

A word will be taken out of the list If you have translated it correctly 5 times.

So let's say you have a word correctly answered 4 times, but the 5<sup>th</sup> time is incorrect, the counter of that word will be set to 3. That means you have to translate it correctly 2 more times in future testing sessions before the counter gets to 5.

Fig. 3 - Summary screen

In this summary the computer asks if you would like to have an overview of all the words. By pressing 'Y' you will get a list of all the words you had to translate with their count numbers. (See figure 3) If you have words entered correctly 5 times, you will see that these words are coloured red. The white words are the ones you still have to practice on. In the little menu on the bottom of the screen you can choose if you would like to see all, <A>, the words, the red, <R>, or the white, <W>, words. This way you can filter quickly to see what you have learned and what has to be done.

The left and right arrow keys will navigate through the words if there are more words that would fit on the screen.

Pressing the  ${\bf <M>}$  will save your current progressions and brings you back to the language menu.

And from there you can test again or go back to the main menu.